

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of claims:**

1. (Currently amended) A digital sound [relaxation and sleep-inducing] machine for inducing sleep, comprising:

a housing;

at least one speaker for reproducing sounds;

a digital memory storing samples to be replayed of sounds previously recorded at a record rate that each contain start and end sounds that are acoustically seamless and that last a certain duration at said record rate;

at least one selector switch; and

a processor-implemented sound controller mounted to said housing and connected to said digital memory, to said at least one selector switch and to said speaker and operative in sleep-induce mode, in response to user-input control selection entered via said at least one selector switch, (1) to replay the sound sample selected repetitively for a first time interval greater than the sample duration at the record rate the whole number of times that the sample duration is contained within the first time interval, and (2) to replay the sound sample for a second time interval that consists of a certain number of third time intervals during which, for every third time interval less than said second time

interval, the sound sample is replayed at another, progressively slower rate the whole number of times that the selected sample duration, factored by the ratio of said record and each another, progressively slower rate, is contained within each said third time interval, wherein said certain number of third time intervals and each said another, progressively slower rate are selected to so replay the selected sound sample as to induce sleep as it is replayed at each progressively slower rate each said whole number of times the duration of the selected sound sample, factored by the ratio of said record and each another, progressively slower rate, is contained in each said third time interval of said second interval.

2. (Currently amended) A method of playing a prerecorded sound to induce such a deep relaxation state that helps a listener to fall asleep, comprising the steps of:

storing a sample to be replayed of a sound previously recorded at a record rate in digital memory of a sound conditioning machine in such a way that said sample contains start and end sounds that are acoustically seamless and lasts for certain duration at the record rate;

replaying the sound sample repetitively for a first time interval greater than the sample duration at the record rate the whole number of times that the sample duration is contained within the first time interval; and

replaying the sound sample for a second time interval that consists of a certain number of third time intervals during which, for every third time interval less than said second time interval, the sound sample is replayed at another, progressively slower rate the whole number of times that the sample duration, factored by the ratio of said record and each another, progressively slower rate,

is contained within each said third time interval, wherein said certain number of third time intervals and each said another, progressively slower rate are selected to so replay the selected sound sample as to induce sleep as it is replayed at each progressively slower rate each said whole number of times the duration of the selected sound sample, factored by the ratio of said record and each another, progressively slower rate, is contained in each said third time interval of said second interval.

3. (Currently amended) A digital sound [relaxation and sleep-inducing] machine for inducing sleep, comprising:

- a housing;

- at least one speaker for reproducing sounds;

- at least one selector switch;

- at least one memory having digitally stored sounds selectable for replay; and

- a processor-implemented sound controller mounted to said housing and electrically connected to said at least one memory, said at least one speaker, and said at least one selector switch operative in one of a sound relaxation and noise masking mode<sub>2</sub> and a sleep-induce mode<sub>2</sub> such in response to user-input control selections entered via said at least one selector switch;

- said processor-implemented sound controller is operative in said sound relaxation and noise masking mode (1) to retrieve from said memory a sound selected for replay and (2) to replay it continually and without disrupting pauses so as to induce relaxation and to mask noise;

- said processor-implemented sound controller is operative in said sleep-induce mode (1) to retrieve from said memory a sound selected for replay, (2) to replay it continually and without

disrupting pauses so as to induce relaxation and to mask noise for a first time interval, and (3) for a second time interval, (I) to select a slower replay rate, (ii) to replay said selected sound continuously and without disrupting pauses at said slower replay rate for a third time interval and (iii) to repeat steps (I) and (ii) for the duration of said second time interval so that the progressively slower sound replay and the listener's biorhythms synergistically co-act to induce such a state of deep relaxation that aids the listener to fall asleep; wherein each sound stored in said digital memory is a sample to be replayed of a sound previously recorded at a record rate; wherein each said sample contains start and end sounds that are acoustically seamless and lasts for a certain duration at said record rate; wherein said second time interval consists of a certain number of said third time intervals; wherein said processor-implemented sound controller in said sleep-induce mode (1) is operative to replay the selected sound sample repetitively for said first time interval greater than the sample duration at the record rate the whole number of times that the selected sample duration is contained within the first time interval, and (2) is operative to replay the sound sample for said second time interval that consists of said certain number of third time intervals during which, for every third time interval less than said second time interval, the sound sample is replayed at another, progressively slower rate the whole number of times that the sample duration, factored by the ratio of said record and each another, progressively slower rate, is contained within each said third time interval, wherein said certain number of third time intervals and each said another, progressively slower rate are selected to so replay the selected sound sample as to induce sleep as it is replayed at each progressively slower rate each said whole number of times the duration of the selected sound

sample, factored by the ratio of said record and each another, progressively slower rate, is contained in each said third time interval of said second interval.

4. (Canceled)

5. (Currently amended) A digital sound [relaxation and sleep-inducing] machine having dual sound replay modes, to soothe the listener by masking noise in one of its modes and to induce sleep in the other of its dual sound replay modes, comprising:

a housing;

at least one speaker for reproducing sounds;

at least one selector switch;

at least one memory having digitally stored samples of prerecorded sounds selectable for replay; and

a processor-implemented sound controller mounted to said housing and electrically connected to said at least one memory, said at least one speaker, and said at least one selector switch operative in one of a sound relaxation and noise masking mode and a sleep-induce mode in response to user-input control selections entered via said at least one selector switch;

said processor-implemented sound controller is operative in said sound relaxation and noise masking mode (1) to retrieve from said memory a sample of at least one prerecorded sound selected for replay and (2) to replay said at least one sample in accord with a preselected first sound pattern

selected to continually replay said sample without disrupting pauses so as to soothe the listener and to mask noise;

said processor-implemented sound controller is operative in said sleep-induce mode (1) to retrieve from said memory at least one sample of a prerecorded sound selected for replay, and (2) to replay said at least one sample in accord with a preselected second sound pattern different from said first sound pattern selected to induce [a state of deep relaxation that aids] the listener to fall asleep.

6-8. (Canceled)